

AMENDMENTS TO THE CLAIMS

1-9. (canceled)

10. (currently amended) A table parlor game comprising a turbo player unit (1), bowling pins (2) and a lane plate tilting to any direction (3),
wherein the turbo player unit (1) is a whirling top,
wherein the whirling top is conical and solid and comprises a plate (1/a) which has a regular hexagonal shape, and a rotating tail (1/b) and tip (1/c), and
wherein the lane plate (3) is equipped by a setting device (4) comprising a centrally attached globe head (4/a) and a globe shell (4/b), and
wherein the setting device is designed and fashioned to hold the lane plate in a constant position after its tilting and setting due to adhesion of surfaces of the globe head and globe shell.

11. (canceled)

12. (previously presented) The table parlor game of claim 10 wherein an anti-skidding rubber slab (4/c) is bonded to the bottom surface of the globe shell (4/b).

13. (previously presented) The table parlor game of claim 10, wherein the whirling top is made of homogeneous brass, and the mass of the whirling top is from 95 to 105 g.

14. (previously presented) The table parlor game of claim 10, wherein the pins are made of surface-treated and air-dried lime wood, and the mass of each pin is 9 to 11 g.

15. (previously presented) The table parlor game of claim 10, wherein the lane plate comprises laminated shatterproof transparent glass.

16. (canceled)

17. (previously presented) The table parlor game of claim 10, wherein adhesion of rasping surfaces of the globe head and globe shell is achieved by lithographic chalking.
18. (previously presented) The table parlor game of claim 10 wherein the shape of the lane plate (3) is rectangular.
19. (previously presented) The table parlor game of claim 18 wherein the length of the lane plate (3) is three times its width.
20. (previously presented) The table parlor game of claim 18 wherein the lane plate has a plurality of starting cycles (5) where the turbo player unit is twirled and a plurality of pin-stands (7) where the pins are located, and wherein the arrangements of starting cycles (5) and pin-stands (7) are identical and the longitudinal axis of lane plate (3) is symmetrical, furthermore the middle points of the neighboring starting cycles (5) and the middle points of the pin-stands (7) are in equal distance from each other.
21. (previously presented) The table parlor game of claim 18 having a starting line (6) located in a first third section of lane plate (3).
22. (new) The table parlor game of claim 10 wherein the lane plate has a plurality of starting cycles (5) where the turbo player unit is twirled, a starting line (6) and a plurality of pin-stands (7) where the pins are located, and wherein the lane plate is easy to move, fixed automatically, and stays in position while the turbo player unit travels across the lane plate.
23. (new) A method for playing the parlor game of claim 10, said method comprising twirling the turbo player unit in a starting cycle on the lane plate, and setting the tilt of the lane plate before the turbo player unit reaches a starting line on the lane plate, wherein the lane plate stays in position after the turbo player unit crosses the starting line and moves towards the pins.